



PATENT

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Applicant(s):	Christopher J. Chuter	§ Attorney Docket
		§ No. : HESI.105897/2003-IP-09595
		§
Serial No.:	10/628,781	§
		§ Examiner:
Filed:	July 28, 2003	§
		§
Title:	System and Method for	§ Art Unit:
	Real-Time Co-Rendering of	§
	Multiple Attributes	§

Mail Stop NON-FEE AMENDMENT
Commissioner for Patents
P. O. Box 1450
Alexandria, VA 22313-1450

PRELIMINARY AMENDMENT

Dear Sir:

Please enter the following amendments:

Specification Amendments

Please replace paragraphs 9 and 10 of the originally filed specification with the following substitute paragraphs.

[0009] Bump mapping is explained in an article written by Mark Kilgard called "A Practical and Robust Bump Mapping Technique for Today's GPU's" (hereinafter *Kilgard*) which is incorporated herein by reference. In this article, bump mapping is described as "a texture-based rendering approach for simulating lighting effects caused by pattern irregularities on otherwise smooth surfaces." *Kilgard*, p. 1. According to *Kilgard*, "bump mapping simulates a surface's irregular lighting appearance without the complexity and expense of modeling the patterns as true geometric perturbations to the